

Arizona Department of Education National School Lunch Program New Sponsor Application Process Statement

What date do you plan to begin	operating NSLP?
To be approved for the National	School Lunch Program and School Breakfast Program you must:
☐ Have a CTDS number fr	om School Finance
☐ Complete an A+ School	
•	ed by a Program Specialist
•	n Permissions* for access to CNP system
•	sor applications on CNPWeb
☐ If applicable, have your	Vendor contracts approved by the ADE Contracts Management Officer
☐ Complete and submit the	e application packet below
The following forms must be su Nutrition Programs office:	bmitted in hard copy to the Arizona Department of Education's Child
☐ New Sponsor Application	n Process Statement
☐ Food Program Permaner	at Service Agreement (2 originals must be submitted)
☐ ADD / CHANGE / DEL	ETE (Health and Nutrition Services Entity Data Form)
□ *Common Logon Permi	ssions Request for NSLP (more than one user per organization)
☐ Private Organizations : Financial Report Access	require: Common Logon Permissions Request for CNP Annual as
☐ Free and Reduced-Price	Policy Statement
☐ Civil Rights Pre-Award	Compliance
☐ State of Arizona Substitu	ite W-9 Form
☐ Private Organizations	require: Copy of tax-exemption 501(c)(3) letter from the IRS
☐ DUNS Number Form	
☐ Certification Regarding	Debarment
☐ Certification Regarding	Lobbying
☐ Menu Certification docu	ments
☐ Residential Facilities re	quire: Copy of current license for each site(s) participating in the program
☐ USDA Foods Program	require: Food Distribution Program Delivery Information Form
ī	understand that the stans listed above must be completed before
I, Designated Official	, understand that the steps listed above must be completed before
Name of sponsoring entity	will be approved for the National School Lunch
	ble to claim any meals that are served before official approval is given.
110grain and mat I will not be a	one to channi any means that are served before official approval is given.
Signature of Designated C	Official Date